58 Dwarf Warlord

LEVEL 12 | AC 26 | DEF 24 | SPEED 5 | HP 80

ATTACK ACTIONS

Dwarven Waraxe: +19 vs AC; 20 Damage

❑ **Crossbow:** (nearest) +14 vs AC; 15 Damage

❑ **Drive into Peril:** +19 vs AC; 30 Damage AND push target up to 2 squares; an ally can make a free basic attack against that target if adjacent to it after push; RECHARGE when 2 or more enemies are adjacent to this creature at end of its turn

ABILITIES

Good • Dwarf

+4 DEF (Fort)

CHAMPION 3

• Use when an ally's attack roll is a natural 18+. That attack becomes a critical.

• Use when this champion is the first creature you activate in a round. All Dwarf creatures in your warband get +2 Speed and +2 Attack this round.

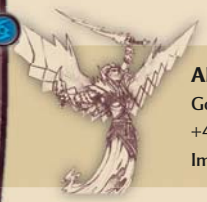
30 Angel of Valor

LEVEL 8 | AC 25 | DEF 21 | SPEED F8 | HP 55

ATTACK ACTIONS

Lightning Blades: +12 vs AC OR DEF (Ref); 15 Damage

❑ **Lightning Strike:** (all adjacent enemies) +11 vs DEF (Fort); 20 lightning Damage AND Stunned; RECHARGE when first Bloodied



ABILITIES

Good • Angel

+4 DEF (Will)

Immune Fear

"If angels are the pets of the gods, as I've asserted, then angels of valor are lapdogs."
–Arvus Gahnd, Blasphemies

32 Cleric of Pelor

LEVEL 8 | AC 22 | DEF 20 | SPEED 6 | HP 55

ATTACK ACTIONS

Shining Mace: +15 vs AC; 15 radiant Damage

ABILITIES

Good • Human • Divine

SPECIAL POWERS

Combat Healing: Whenever a living ally within 5 squares makes a attack roll of natural 16+, it heals 15 HP.

Aura of Radiance: Allies within 5 squares get +5 radiant Damage to attacks.

CHAMPION 3

• Use when a living ally ends its turn in one of your victory areas. That ally heals 15 HP.

• Use when an enemy attacks this champion. Your warband gets +2 Attack against that enemy until end of battle.

21 Halfling Paladin

LEVEL 7 | AC 23 | DEF 20 | SPEED 5 | HP 60

ATTACK ACTIONS

Longsword: +12 vs AC; 15 Damage

Vindicating Blow: +12 vs AC; 15 Damage AND this creature or 1 living ally within 5 squares heals 10 HP

ABILITIES

Good • Halfling • Paladin

Immune Fear

SPECIAL POWERS

Charge Protection: Enemies can't charge allies who are within 5 squares of this creature.

❑ **Second Chance:** Reroll one of this creature's attacks.

Some consider "halfling piety" to be an oxymoron, but few can doubt the strength faith lends such a stouthearted warrior of such small stature.

(c) 2008 Wizards of the Coast. Permission granted to print for personal use only.

62 Young Silver Dragon

LEVEL 8 | AC 23 | DEF 21 | SPEED F7 | HP 95

ATTACK ACTIONS

Bite: +13 vs AC; 15 + 10 cold Damage

❑ **Cold Breath:** (large cone) +8 vs DEF (Fort); 40 cold Damage AND target is pushed 1 square and Immobilized (save ends); RECHARGE when first Bloodied

ABILITIES

Good • Dragon

Flight

Reach 2; Resist 5 Cold

CHAMPION 2

• Use when this champion uses its Cold Breath. Creatures in your warband score criticals against Evil targets on attack rolls of natural 18+ this round.

• +10 VP when this champion starts a round in one of your victory areas.

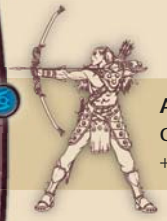
5 Elf Archer

LEVEL 2 | AC 13 | DEF 11 | SPEED 7 | HP 20

ATTACK ACTIONS

Shortsword: +7 vs AC; 5 Damage

Longbow: (sight) +8 vs AC; 10 Damage



ABILITIES

Good • Elf

+4 DEF (Will)

SPECIAL POWERS

Archer's Mobility: If this creature moves at least 4 squares from its starting position on its turn, it gets +2 Attack this turn.

Elf arrows strike without warning, hitting the mark faster than the sound of their flight reaches the ears.

65 Death Knight

LEVEL 13 | AC 29 | DEF 27 | SPEED 5 | HP 80

ATTACK ACTIONS

Greatsword: +20 vs AC; 20 Damage

❑ **Unholy Flames:** (range 10, radius 2) +14 vs DEF (Fort); 20 necrotic OR 20 fire Damage

ABILITIES

Evil • Undead • War

Immune Poison;
Vulnerable 10 Radiant

Bloodthirsty: +5 Attack against Bloodied targets.

SPECIAL POWERS

Death's Right Hand: Lower-level Undead allies within 10 squares get +2 Attack.

CHAMPION 2

Warband Building: All Evil Undead creatures are legal in your warband.

• Use when an Undead ally's attack hits: +20 Damage.

• Use when an adjacent enemy activates. That enemy takes 10 Damage and cannot move away from this champion on its turn.

8 Orc Raider

LEVEL 3 | AC 15 | DEF 13 | SPEED 6 | HP 35

ATTACK ACTIONS

Battleaxe: +6 vs AC; 15 Damage

ABILITIES

Evil • Orc

SPECIAL POWERS

Opportunist: Whenever an adjacent Bloodied enemy misses with a attack, this creature can make a attack against that enemy.

Orcs raid not only for plunder, but also for glory in the eye of Gruumsh.

52 Young Red Dragon

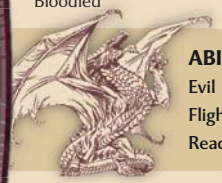
LEVEL 7 | AC 24 | DEF 18 | SPEED F8 | HP 85

ATTACK ACTIONS

Fiery Bite: +15 vs AC; 10 + 10 fire Damage

Draconic Fury: 2 attacks, +13 vs AC; 15 Damage each

❑ **Fiery Breath:** (large cone) +11 vs DEF (Ref); 25 fire Damage; RECHARGE when first Bloodied



ABILITIES

Evil • Dragon

Flight

Reach 2; Resist 5 Fire

CHAMPION 2

- Use when a critical is scored: +20 Damage.
- Use before taking your first turn of a round.

The player whose warband destroys the highest-cost enemy this round scores +15 VP.

29 Gargoyle

LEVEL 9 | AC 23 | DEF 22 | SPEED F7 | HP 50

ATTACK ACTIONS

Claw: +13 vs AC; 15 Damage

Stonesoul Frenzy: Use only if this creature began its turn in Stone Form; move up to its Speed and attack each enemy once whose space it enters this turn, +11 vs DEF (Ref); 15 Damage AND Slowed (Speed 2)

ABILITIES

Evil • Gargoyle • Earth

Flight

SPECIAL POWERS

Stone Form: Replaces attack action; this creature cannot move, attack, or threaten enemies and has Resist 20 All. If this creature starts a round in Stone Form, it can leave Stone Form on its turn by taking a move action. While in Stone Form, this creature cannot score VP.

38 Oni

LEVEL 10 | AC 21 | DEF 20 | SPEED 8 | HP 70

ATTACK ACTIONS

Greatsword: +15 vs AC; 20 Damage

❑ **Freezing Blast:** (large cone) +15 vs DEF (Fort); 20 cold Damage

❑ **Lightning Bolt:** (line 10) +15 vs DEF (Ref); 20 lightning Damage

ABILITIES

Evil • Giant

Reach 2

Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

SPECIAL POWERS

❑ **Gaseous Form:** This creature gains Flight and Speed F8, and takes half Damage from all attacks until the next time it attacks.

"Why does something so big need so much magical power? Seems unfair if you ask me."
–Endugo, halfling explorer

18 Chillborn

LEVEL 6 | AC 18 | DEF 16 | SPEED 4 | HP 45

ATTACK ACTIONS

Slam: +13 vs AC; 15 + 5 cold Damage AND Followup

Followup: +10 vs DEF (Fort); Immobilized (Speed 0)

ABILITIES

Evil • Undead • Cold

Immune Poison;

Vulnerable 5 Radiant

SPECIAL POWERS

Ice Reaper: +5 cold Damage against Immobilized enemies, additional +5 cold if another Cold creature is within 5 squares of this creature.

Chillborn are the cold of the grave, given just enough motivation to hunt and to kill.

(c) 2008 Wizards of the Coast. Permission granted to print for personal use only.

26 Drow Spiderguard

LEVEL 8 | AC 23 | DEF 20 | SPEED 7 | HP 50

ATTACK ACTIONS

Frostburn Longsword: +13 vs AC; 10 + 5 cold Damage

ABILITIES

Evil • Drow

+4 DEF (Ref)

SPECIAL POWERS

Deadly Patience: +2 Attack and +10 Damage against enemies who have activated this round.

Rapid Advance: Once per turn when an adjacent enemy shifts, this creature can immediately shift.

A sudden bite of cold steel in the dark, the spider-guard is the hunter among the web spinners.

61 Eye of Flame

LEVEL 13 | AC 26 | DEF 26 | SPEED F5 | HP 90

ATTACK ACTIONS

Bite: +16 vs AC; 10 Damage

Cinder Cone: (large cone) +15 vs DEF (Ref); 20 fire Damage, 10 fire on miss

Eye Rays: (range 8) Any 2 of the following against different targets.

Fear: +13 vs DEF (Will); target immediately moves its Speed away from this creature AND gets -2 Attack against Beholder enemies (Fear, save ends)

Fire: +15 vs DEF (Ref); 25 fire Damage

Telekinesis: +13 vs DEF (Fort);15 Damage AND slide target up to 4 squares

ABILITIES

Evil • Beholder

Flight

SPECIAL POWERS

❑ **Eye Ray Frenzy:** Use once Bloodied; 3 attacks with Eye Rays instead of 2.

Firestarter: Allies get +2 Attack with attacks that deal fire damage.

83 Immolith

LEVEL 15 | AC 27 | DEF 27 | SPEED 8 | HP 90

ATTACK ACTIONS

Claw: +18 vs AC; 20 Damage AND Followup

Followup: +18 vs DEF (Fort); pull target to a square adjacent to this creature

ABILITIES

Evil • Demon • Undead • Fire

Immune Poison

Vulnerable 10 Radiant

Resist 15 Fire; Reach 4

SPECIAL POWERS

Pale Fire: 15 fire OR 15 necrotic Damage to each enemy that starts its turn adjacent.

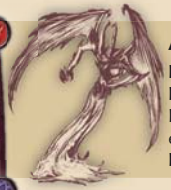
Roiling Flames: All squares within 2 count as difficult terrain for enemies.

42 Shadow Demon

LEVEL 11 | AC 21 | DEF 23 | SPEED F8 | HP 60

ATTACK ACTIONS

Shadow Claw: +12 vs DEF (Ref); 15 Damage AND Shadowed



ABILITIES

Evil • Demon • Shadow

Flight; Insubstantial: Half Damage from all attacks except criticals.

Resist 5 Necrotic

SPECIAL POWERS

❑ **Deathport:** Immediately after any creature has been destroyed, place this creature in a square that was adjacent to the destroyed creature.

Shadowed: Whenever affected creature activates, it and any adjacent allies take 5 Damage; effect ends when it ends its turn at least 5 squares from Shadow enemies.

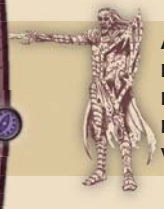
30 Warrior Wight

LEVEL 9 | AC 28 | DEF 23 | SPEED 5 | HP 60

ATTACK ACTIONS

Longsword: +14 vs AC; 15 Damage AND Followup on attack roll of natural 16+

Followup: +9 vs DEF (Will); 10 necrotic Damage AND this creature heals 10 HP and gets +2 Attack until end of its next turn



ABILITIES

Evil • Undead • Wight

Immune Poison

Resist 5 Necrotic

Vulnerable 5 Radiant

Wrapped in steel, shield ready, sword drawn, it stands with undying vigilance, hollow eyes fixed on the tomb door.

©2008 Wizards DUNGEONS & DRAGONS® ◆ 17/60

22 Howling Hag

LEVEL 7 | AC 19 | DEF 18 | SPEED 5 | HP 45

ATTACK ACTIONS

Staff: +9 vs AC; 10 Damage

❑ **Baleful Whispers:** (range 10, radius 1) +10 vs DEF (Will); 20 Damage AND 10 Damage at start of each of target's turns until target ends its turn farther from this creature; RECHARGE if no creatures are affected by this power at start of round

Shriek of Pain: (large cone) +10 vs DEF (Fort); 15 Damage, +5 for every 10 Damage to this creature before attack, half total on miss

ABILITIES

Evil • Hag

+4 DEF (Will)

SPECIAL POWERS

❑ **Earthwalk:** As a move action, place this creature up to 5 squares away in line of sight; RECHARGE if no creatures are adjacent at start of this creature's turn.

©2008 Wizards DUNGEONS & DRAGONS® ◆ 18/60

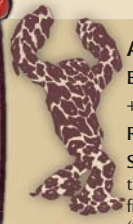
57 Magma Brute

LEVEL 13 | AC 26 | DEF 22 | SPEED 4 | HP 90

ATTACK ACTIONS

Slam: +15 vs AC; 20 + 10 fire Damage

Power Windup: (nonadjacent only) +15 vs AC; 20 + 20 fire Damage



ABILITIES

Evil • Elemental • Fire

+4 DEF (Fort)

Reach 2; Resist 10 Fire

Susceptible Cold: If this creature takes 25 cold Damage or more from a single attack, it is Slowed (Speed 2) until end of battle.

Indiscriminate volcanic fury rises hotly to slaughter with the combined power of fire and stone.

©2008 Wizards DUNGEONS & DRAGONS® ◆ 19/60

62 Vrock

LEVEL 13 | AC 27 | DEF 25 | SPEED F8 | HP 80

ATTACK ACTIONS

Claw: +17 vs AC; 20 Damage

Bird of Prey: (adjacent only, provokes opportunity attacks) 3 attacks against the same target, +15 vs AC; 15 Damage each

❑ **Stunning Screech:** (burst 3) +15 vs DEF (Fort); Stunned

ABILITIES

Evil • Demon

Flight

Reach 2

SPECIAL POWERS

Mobile Melee Attack: Can shift immediately after making a attack.

❑ **Spores of Madness:** (burst 2) Immediate, when first Bloodied; +15 vs DEF (Will); Confused

©2008 Wizards DUNGEONS & DRAGONS® ★ 20/60

(c) 2008 Wizards of the Coast. Permission granted to print for personal use only.

96 Ascendant Hellsword

LEVEL 11 | AC 22 | DEF 25 | SPEED F8 | HP 105

ATTACK ACTIONS

Two-Bladed Sword: +14 vs AC; 20 fire OR 20 cold Damage

Infernal Slash: Attack each adjacent enemy once, +12 vs AC; place target up to 3 squares away in line of sight, then deal 20 fire OR 20 cold Damage

ABILITIES

Evil • Devil • Cambion

Flight

Resist 10 Fire

SPECIAL POWERS

Soul Shroud: +4 AC and +4 DEF (Ref) against attacks.

CHAMPION 3

- +10 VP for destroying an enemy in any victory area.
- Use when you win initiative. Activate 1 extra creature during your first turn of the round.

©2008 Wizards DUNGEONS & DRAGONS® ★ 21/60

75 Rakshasa Baron

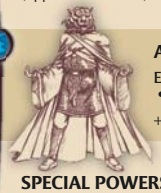
LEVEL 14 | AC 28 | DEF 23 | SPEED 7 | HP 85

ATTACK ACTIONS

Claw: +21 vs AC; 15 Damage

Mind Twist: (range 20) +19 vs DEF (Will); 20 Damage AND Staggered

❑ **Thundering Phantom:** (range 10, radius 1) +17 vs DEF (Will); 20 psychic Damage OR Stunned (opponent's choice)



ABILITIES

Evil • Rakshasa • Arcane • Mastermind

+4 DEF (Will)

SPECIAL POWERS

Desperate Displacement: When first Bloodied, this creature gains Conceal 11 until an attack damages it.

CHAMPION 3

- Use when an Evil ally attacks. That ally has combat advantage against its target.
- Use during this champion's turn. Recharge an ally's rechargeable power.

©2008 Wizards DUNGEONS & DRAGONS® ★ 22/60

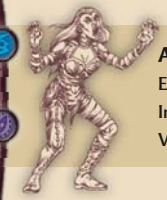
16 Vampire Spawn

LEVEL 6 | AC 15 | DEF 13 | SPEED 6 | HP 40

ATTACK ACTIONS

Claw: +9 vs AC; 15 Damage

❑ **Blood Drain:** Use only when this creature has combat advantage against target; +9 vs AC; 10 Damage AND this creature heals 15 HP; RECHARGE when hit by a attack



ABILITIES

Evil • Undead • Vampire

Immune Poison

Vulnerable 5 Radiant

SPECIAL POWERS

Bloodlust: On its turn, this creature cannot move or attack a non-Bloodied enemy if a Bloodied enemy is adjacent.

Vampire spawn are insatiable hunger personified.

©2008 Wizards DUNGEONS & DRAGONS® ● 23/60

66 Champion of Baphomet

LEVEL 13 | AC 23 | DEF 22 | SPEED 7 | HP 95

ATTACK ACTIONS

Maze Hammer: +19 vs AC; 30 Damage AND push target up to 2 squares

Bewildering Strike: +15 vs DEF (Will); 25 Damage AND target makes a basic attack against a creature of your choice, including its allies

ABILITIES

Evil • Minotaur

+4 DEF (Fort)

Reach 2

SPECIAL POWERS

Ferocity: When reduced to 0 HP, this creature can make an immediate attack before being destroyed.

CHAMPION 3

- Reroll a charge attack that missed.
- Use when a Bloodied ally hits with a attack: +15 Damage.

©2008 Wizards DUNGEONS & DRAGONS® ★ 24/60

53 Balhannoth

LEVEL 13 | AC 27 | DEF 23 | SPEED 4 | HP 50

ATTACK ACTIONS

Tentacle Slam: +16 vs AC; 20 Damage

❑ **Tentacle Flail:** Make a separate attack against each enemy within Reach; RECHARGE if only 1 enemy is within Reach at start of this creature's turn

ABILITIES
Evil • Aberrant
+4 DEF (Will)
Reach 3

SPECIAL POWERS

❑ ❑ **Warp:** Each enemy within 3 squares that takes an attack action other than a basic attack rolls 1d20.

1-9: Attack misses, and this creature can pull the enemy 1 square. 10+: No effect.

Reality Burst: Roll 1d20 at start of each of this creature's turns to determine a random immediate action.

1-10: Place this creature up to 10 squares away in line of sight. 11-20: Make a attack.

90 Mind Flayer Scourge

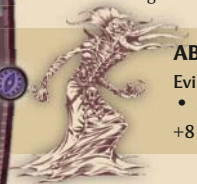
LEVEL 11 | AC 23 | DEF 23 | SPEED 7 | HP 85

ATTACK ACTIONS

Dagger: +12 vs AC; 15 Damage

Focused Mind Blast: (range 5) +15 vs DEF (Will); 20 psychic Damage AND Stunned

❑ **Mind Blast:** (large cone) +15 vs DEF (Will); 20 psychic Damage AND Stunned, 10 psychic on miss; RECHARGE when this creature damages a Stunned enemy



ABILITIES
Evil • Mind Flayer
• Mastermind
+8 DEF (Will)

CHAMPION 2

• Use before an attack against a Stunned enemy: +4 Attack and +10 Damage.

• Use when any player's initiative check is 2 or less. Your warband gets +4 Attack this round.

18 Troglodyte Bonecrusher

LEVEL 6 | AC 23 | DEF 19 | SPEED 5 | HP 45

ATTACK ACTIONS

Club: +14 vs AC; 15 Damage

ABILITIES
Evil • Troglodyte
+4 DEF (Fort)

SPECIAL POWERS

❑ **Stench:** (adjacent creatures) Use at start of this creature's turn, +9 vs DEF (Fort); Slowed (Speed 2) until affected creature recovers as an attack action; RECHARGE when hit by a attack.

"Lucky you can smell them coming."
–Khur Agundar, human fighter

51 Vampire Vizier

LEVEL 11 | AC 26 | DEF 22 | SPEED 6 | HP 75

ATTACK ACTIONS

Greatsword: +17 vs AC; 20 Damage

Drain: +14 vs DEF (Fort); 10 Damage AND this creature heals 25 HP

ABILITIES
Evil • Undead • Vampire
+4 DEF (Will)
Immune Poison
Vulnerable 10 Radiant

SPECIAL POWERS

❑ **Dominating Gaze:** When an enemy within 6 squares that targets this creature with a single-target or attack, +11 vs DEF (Will); instead slide that enemy up to its Speed, and it makes a basic attack against a target of your choice, including its allies.

CHAMPION 2

• Use when an enemy uses a Champion power. Roll 1d20. On a result of 10+, that enemy's Champion power has no effect.

• Use at the start of a round. Undead allies get +2 Attack this round.

(c) 2008 Wizards of the Coast. Permission granted to print for personal use only.

66 Ice Archon

LEVEL 14 | AC 29 | DEF 25 | SPEED 8 | HP 85

ATTACK ACTIONS

Icy Warhammer: +19 vs AC; 20 cold Damage AND Slowed (Speed 2)

ABILITIES
Evil • Elemental • Cold
Resist 10 Cold

SPECIAL POWERS

Icy Wallop: +4 Attack against any enemy whose Speed is currently lower than its normal Speed.

Icy Ground: Adjacent squares count as difficult terrain for non-Cold enemies.

The relentless hammer of an unyielding glacier, the frozen essence of remorseless malice.

98 Lamia

LEVEL 12 | AC 28 | DEF 24 | SPEED 7 | HP 80

ATTACK ACTIONS

Touch: +16 vs DEF (Fort); 10 Damage AND Death Beetle Contagion

Swarm Spray: (range 6) +16 vs DEF (Fort); 15 Damage AND Death Beetle Contagion

❑ **Swarm's Embrace:** +16 vs DEF (Fort); 15 Damage AND Death Beetle Contagion; RECHARGE when this creature destroys an enemy

ABILITIES
Evil • Fey • Undead
Swarm: Takes half Damage from and attacks.

SPECIAL POWERS

Death Beetle Contagion: Whenever affected enemy activates, it and all its adjacent allies take 10 Damage. This effect ends when that enemy ends its turn at least 10 squares from this creature.

18 Gnoll Marauder

LEVEL 6 | AC 17 | DEF 14 | SPEED 7 | HP 60

ATTACK ACTIONS

Spear: +9 vs AC; 20 Damage

ABILITIES
Evil • Gnoll
+4 DEF (Fort)

SPECIAL POWERS

Headstrong: +2 Attack if no higher-level ally is within 5 squares.

Stabbing Frenzy: +5 Damage while Bloodied.

When the gnolls come, your choices are simple: Fight, flee, or perish.

24 Bugbear Headreaver

LEVEL 7 | AC 19 | DEF 17 | SPEED 7 | HP 65

ATTACK ACTIONS

Battleaxe: +10 vs AC; 20 Damage

ABILITIES
Bugbear
Evil Soul: +5 Damage while in a warband with an Evil champion.

SPECIAL POWERS

Headhunter: Use immediately before making a attack. If that attack reduces an enemy to 0 hp, +10 VP; otherwise, -5 VP.

"Was this your friend?
Trade you his head for yours."

49 Dwarf Shieldmaiden

LEVEL 12 | AC 27 | DEF 20 | SPEED 5 | HP 75

ATTACK ACTIONS

⨁ **Warhammer:** +18 vs AC; 20 Damage

ABILITIES

Dwarf • Fighter

+4 DEF (Fort)

Bloody Critical 18+: Scores criticals against Bloodied targets on attack rolls of natural 18+.

SPECIAL POWERS

❑ **Deny the Weak:** Use when hit by an adjacent Bloodied enemy's attack; that enemy rerolls that attack.

Dwarf soldiers stand like a bulwark against waves of unworthy foes.

©2008 Wizards Dungeons & Dragons

6 Goblin Picador

LEVEL 2 | AC 18 | DEF 14 | SPEED 6 | HP 20

ATTACK ACTIONS

⨁ **Harpoon:** +8 vs AC; 10 Damage

↣ **Thrown Harpoon:** (range 6) +6 vs DEF (Ref); 10 Damage AND Immobilized (Speed 0)

ABILITIES

Goblin

SPECIAL POWERS

Battle Training: +10 HP while in a warband with a Hobgoblin champion.

Just as in a bullfight, the goblin picador softens targets for his allies. Unfortunately, you're the bull.

©2008 Wizards Dungeons & Dragons

24 Human Fighter

LEVEL 7 | AC 22 | DEF 17 | SPEED 5 | HP 55

ATTACK ACTIONS

⨁ **Greatsword:** +13 vs AC; 15 Damage

⸸ **Confidence-Building Strike:** +13 vs AC; 15 Damage; +1 cumulative Attack on miss

❑ ⸸ **Death Blow:** Bloodied target only, +13 vs AC; 30 Damage; RECHARGE when this creature causes an enemy to become Bloodied

ABILITIES

Human • Fighter

+4 DEF (Fort)

A skilled fighter is to a common soldier what a tiger is to a housecat.

©2008 Wizards Dungeons & Dragons

8 Iron Defender

LEVEL 3 | AC 19 | DEF 15 | SPEED 8 | HP 30

ATTACK ACTIONS

⨁ **Iron Jaws:** +10 vs AC; 10 Damage

ABILITIES

Construct • Beast

+4 DEF (Fort)

Immune Poison

SPECIAL POWERS

Defender: Whenever an adjacent enemy makes a ⸸ attack against a target other than this creature, this creature can make an immediate ⨁ attack against that enemy before resolving the enemy attack.

Your best friend . . . tough as nails and never needing kibble.

©2008 Wizards Dungeons & Dragons

(c) 2008 Wizards of the Coast. Permission granted to print for personal use only.

16 Dire Wolf

LEVEL 5 | AC 18 | DEF 15 | SPEED 8 | HP 40

ATTACK ACTIONS

⨁ **Bite:** +10 vs AC; 15 Damage

ABILITIES

Beast • Dire • Wolf

+4 DEF (Fort)

SPECIAL POWERS

Bring Down Prey: Whenever this creature hits a target adjacent to a Wolf ally, that target is Immobilized (Speed 0).

Gnaw: +10 Damage against Immobilized targets.

It's like a whole wolf pack crammed into one ferocious package.

©2008 Wizards Dungeons & Dragons

71 Ettin Jack-of-Irons

LEVEL 10 | AC 23 | DEF 19 | SPEED 4 | HP 100

ATTACK ACTIONS

⨁ **Club:** +15 vs AC; 20 Damage

ABILITIES

Giant • Ettin

+4 DEF (Fort, Will)

Reach 2

SPECIAL POWERS

Multi-Activation 2: Activates twice per round.

Awareness: Can make an opportunity attack against an adjacent enemy that shifts.

Double trouble.

©2008 Wizards Dungeons & Dragons

31 Everfrost Ranger

LEVEL 9 | AC 23 | DEF 21 | SPEED 8 | HP 60

ATTACK ACTIONS

⨁ **Two-Weapon Slash:** +12 vs AC; 20 Damage

❑ ⸸ **Whirlwind of Steel:** Attack each adjacent enemy once; +10 vs AC; 25 Damage

↣ **Frost Longbow:** (nearest) +10 vs AC; 10 + 5 cold Damage

ABILITIES

Human • Ranger

Bloody Critical 18+: Scores criticals against Bloodied targets on attack rolls of natural 18+.

SPECIAL POWERS

❑ **Counterattack:** Immediately after an adjacent enemy hits it with a ⸸ attack, this creature can make a ⨁ attack against that enemy (+2 Attack).

The rangers of the Everfrost are as unforgiving and hard as the tundra from which they hail.

©2008 Wizards Dungeons & Dragons

22 Griffon

LEVEL 7 | AC 18 | DEF 19 | SPEED F8 | HP 60

ATTACK ACTIONS

⨁ **Claw:** +11 vs AC; 15 Damage

⸸ **Ripping Beak:** Use only when Bloodied; 2 ⨁ attacks against the same target; +10 total Damage if both hit

ABILITIES

Beast • Griffon

Flight

Immune Fear

SPECIAL POWERS

Thunder Charge: Additional +4 Attack on charge.

A bolt of fur, feathers, and claws, the griffon fearlessly plunges from the sky for the kill.

©2008 Wizards Dungeons & Dragons

6 Kobold Archer

LEVEL 2 | AC 18 | DEF 16 | SPEED 6 | HP 20

ATTACK ACTIONS

Dagger: +5 vs AC; 5 Damage

Shortbow: (nearest) +7 vs AC; 10 Damage

ABILITIES

Kobold

+4 DEF (Ref)

Defensive Mobility: +5 AC against opportunity attacks while moving.

SPECIAL POWERS

First Arrow: +2 Attack and +5 Damage with attacks until attacked.

An archer is the embodiment of kobold battle strategy. Why go toe-to-toe when an arrow from the darkness works better?

57 Wyvern

LEVEL 13 | AC 28 | DEF 25 | SPEED F8 | HP 80

ATTACK ACTIONS

Bite: +18 vs AC; 20 Damage

Sting: +19 vs AC; 15 Damage AND Followup

Followup: +19 vs DEF (Fort); ongoing 15 poison Damage

ABILITIES

Beast

Flight

SPECIAL POWERS

Mobile Melee Attack: Can shift immediately after making a attack.

"I can define 'wyvern' in three words: wing and sting." –Sebaed Gimbulgot, gnome scholar

15 Defiant Rake

LEVEL 5 | AC 19 | DEF 16 | SPEED 6 | HP 40

ATTACK ACTIONS

Rapier: +10 vs AC; 10 Damage

Hand Crossbow: (range 10) +12 vs AC; 10 Damage

ABILITIES

Human • Rogue

+4 DEF (Ref)

Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

SPECIAL POWERS

❑ **Wicked Dodge:** When an attack roll against this creature is natural 9 or below, the attack automatically misses. You can choose to have the attack rerolled against a different target within the attacker's Reach.

"Ouch! How unlucky for your friend. And I thought you were aiming at me."

33 Emerald Orb Wizard

LEVEL 9 | AC 20 | DEF 23 | SPEED 7 | HP 40

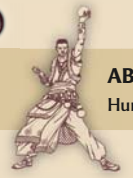
ATTACK ACTIONS

Dagger: +8 vs AC; 5 Damage

Orb Blast: (all adjacent enemies) 10 automatic Damage

Sudden Spikes: (nearest, radius 2) +11 vs DEF (Ref); 20 Damage, +10 if target is in difficult terrain

❑ **Shard Storm:** (range 10, radius 2) +7 vs DEF (Ref); 25 Damage; hit or miss, 1 clear square in area becomes difficult terrain



ABILITIES

Human • Wizard

SPECIAL POWERS

Orb Ward: Enemies whose attacks miss this creature take 15 Damage.

(c) 2008 Wizards of the Coast. Permission granted to print for personal use only.

14 Grick

LEVEL 5 | AC 16 | DEF 13 | SPEED 6 | HP 45

ATTACK ACTIONS

Tentacle Rake: +8 vs AC; 15 Damage

ABILITIES

Aberrant • Beast

+4 DEF (Will)

Resist 5 All

SPECIAL POWERS

Bloodlust: On its turn, this creature cannot move or attack a non-Bloodied enemy if a Bloodied enemy is adjacent.

Evil Resonance: +2 Attack while within 5 squares of an Evil ally.

The grick expresses the madness of the Far Realm in simple, predatory brutality.

26 Spectral Magelord

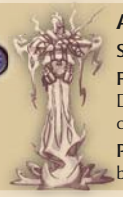
LEVEL 7 | AC 17 | DEF 15 | SPEED F6 | HP 35

ATTACK ACTIONS

Ghostly Touch: +7 vs DEF (Ref); 10 Damage

Aether Blast: (range 10) +9 vs DEF (Fort); 15 Damage AND Staggered

❑ **Spectral Dissipation:** (range 10, radius 1) +9 vs DEF (Will); 15 Damage AND Enervated (save ends); RECHARGE when an Enervated creature is destroyed



ABILITIES

Spirit

Flight; Insubstantial: Half Damage from all attacks except criticals.

Phasing: Can move through walls, blocking terrain, and enemies.

SPECIAL POWERS

Wandering Monster: Sets up in a random victory area.

27 Tiefling Warlock

LEVEL 8 | AC 22 | DEF 18 | SPEED 6 | HP 55

ATTACK ACTIONS

Soul Blast: +8 vs DEF (Fort); 15 Damage

Inevitable Blast: (range 10) +8 vs DEF (Ref); 20 Damage, 10 on miss if your warband outnumbers the opponent's warband

❑ **Price of Pride:** (range 5) +8 vs DEF (Will); 20 Damage AND 10 Damage whenever target's attack roll is natural 10+ (maximum once per turn) until end of battle

ABILITIES

Tiefling

+4 DEF (Will)

"Your confidence will be your undoing, and every success like ash on your tongue."

34 Warforged Infiltrator

LEVEL 9 | AC 24 | DEF 23 | SPEED 6 | HP 55

ATTACK ACTIONS

Dagger: +15 vs AC; 10 Damage

Hand Crossbow: (range 10) +15 vs AC; 15 Damage

ABILITIES

Warforged • Stealth

SPECIAL POWERS

❑ **Covert Agent:** +10 VP if this is the only creature in one of your victory areas.

Solid as a stone. Slick as a serpent.

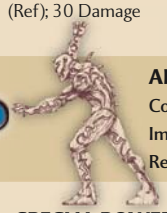
52 Runecarved Eidolon

LEVEL 13 | AC 23 | DEF 20 | SPEED 4 | HP 60

ATTACK ACTIONS

Slam: +18 vs AC; 30 Damage

Divine Retribution: (nearest) +12 vs DEF (Ref); 30 Damage



ABILITIES

Construct

Immune Poison

Reach 2

SPECIAL POWERS

Divine Beacon: Replaces attack action; until end of round, allies get +2 Attack and +5 Damage.

Eidolon Programming: This creature cannot use ⸸ or attacks until it has been attacked or an ally has been destroyed.

Statue Form: This creature has +5 AC and +5 DEF if it has not yet activated in a round.

©2008 Wizards DUNGEONS & DRAGONS® ★ 49/60

50 Drow Wand Mage

LEVEL 11 | AC 21 | DEF 24 | SPEED 6 | HP 45

ATTACK ACTIONS

Dagger: +13 vs AC; 10 Damage

❑ **Icy Ray:** (range 10, 3 targets) +11 vs DEF (Fort); 25 cold Damage AND Slowed (Speed 2); RECHARGE if this creature starts its turn with no adjacent enemies

Wand Blast: (sight, radius 1) +13 vs DEF (Ref); 20 Damage

ABILITIES

Drow • Arcane

Feyweave: +4 AC and +4 DEF against attacks.

SPECIAL POWERS

Combat Teleport: Whenever a ⸸ attack misses this creature, place the attacker up to 3 squares away in line of sight.

CHAMPION 2

- Use before you roll for initiative. This round, Evil allies score criticals against Bloodied targets on attack rolls of natural 16+.
- Reroll an ally's attack that deals cold or necrotic Damage.

©2008 Wizards DUNGEONS & DRAGONS® ◆ 50/60

45 Shade Knight

LEVEL 11 | AC 26 | DEF 23 | SPEED 7 | HP 55

ATTACK ACTIONS

Greatsword: +15 vs AC; 20 Damage

❑ ⸸ **Shadow Blow:** +15 vs DEF (Ref); 25 necrotic Damage

ABILITIES

Human • Shadow

SPECIAL POWERS

Shadow Blade: Whenever this creature hits with an attack roll of natural 16+, the target becomes Shadowed.

Shadowed: Whenever affected creature activates, it and adjacent allies take 5 Damage; effect ends when it ends its turn at least 5 squares from Shadow enemies.

CHAMPION 1

- Spend 10 VP. This creature heals 40 HP.
- Use when an Evil ally hits with a ⸸ attack. Roll 1d20. 10+: The hit becomes a critical.

©2008 Wizards DUNGEONS & DRAGONS® ◆ 51/60

69 Skeletal Tomb Guardian

LEVEL 10 | AC 20 | DEF 24 | SPEED 8 | HP 110

ATTACK ACTIONS

Scimitar: +12 vs AC; 25 Damage; on miss, reroll once

⸸ **Cascade of Steel:** +14 vs AC; 25 Damage AND immediately make this attack again (maximum 4 per turn)

ABILITIES

Undead • Skeleton

Immune Poison

Vulnerable 5 Radiant

SPECIAL POWERS

Multiple Threats: All enemies adjacent to this creature grant combat advantage to attackers.

Wandering Monster: Sets up in a random victory area.

Each sword arm was taken from a skilled soldier.

©2008 Wizards DUNGEONS & DRAGONS® ★ 52/60

(c) 2008 Wizards of the Coast. Permission granted to print for personal use only.

59 Bulette

LEVEL 9 | AC 27 | DEF 22 | SPEED 6 | HP 90

ATTACK ACTIONS

Bite: +14 vs AC; 20 Damage

Earthcrest: If this creature moves at least 3 squares from its starting position using Burrow, at the end of its move, attack all targets within 2 squares, +15 vs AC; 20 Damage

ABILITIES

Beast

Burrow

+4 DEF (Fort)

The earth is their sea, and they are murderous sharks to any who walk the land.

©2008 Wizards DUNGEONS & DRAGONS® ◆ 53/60

11 Deathjump Spider

LEVEL 4 | AC 18 | DEF 16 | SPEED 6 | HP 35

ATTACK ACTIONS

Bite: +8 vs AC: 10 Damage

⸸ **Death From Above:** Move up to 6 squares as if with Flight and then attack adjacent target, +11 vs AC; 10 Damage AND ongoing 10 poison Damage

ABILITIES

Beast • Spider

SPECIAL POWERS

❑ **Agile Leap:** An opportunity attack against this creature automatically misses.

After seeing the deathjump spider attack, no one can wonder how it got its name.

©2008 Wizards DUNGEONS & DRAGONS® ● 54/60

93 Fen Hydra

LEVEL 12 | AC 24 | DEF 20 | SPEED 3 | HP 115

ATTACK ACTIONS

Bite: +16 vs AC; 20 Damage

ABILITIES

Beast • Hydra

+4 DEF (Fort)

Ponderous: Can't shift.

Reach 3

SPECIAL POWERS

Multi-Activation 2: Activates twice per round.

New Heads: Once Bloodied, this creature can make 2 attacks as an attack action on its turn.

Neither dragon nor serpent, the hydra is far more fearsome than a combination of both.

©2008 Wizards DUNGEONS & DRAGONS® ★ 55/60

9 Giant Centipede

LEVEL 4 | AC 19 | DEF 15 | SPEED 4 | HP 35

ATTACK ACTIONS

Bite: +9 vs AC; 15 Damage

ABILITIES

Beast

Defensive Mobility: +5 AC against opportunity attacks while moving.

SPECIAL POWERS

Scuttle +4: +4 Speed if every square this creature moves into is adjacent to a wall.

Wriggle 3: Before attacking on its turn, this creature must move at least 3 squares.

Primeval in form, size, and purpose, the centipede is an exemplar of evolutionary efficiency.

©2008 Wizards DUNGEONS & DRAGONS® ● 56/60

65 Hook Horror

LEVEL 13 | AC 25 | DEF 20 | SPEED 6 | HP 95

ATTACK ACTIONS

Hook: +15 vs AC; 20 Damage

Latch On: Nonadjacent smaller target only, +13 vs DEF (Fort); 30 Damage AND pull target 1 square

Thresh: Use when no enemies are adjacent; make 2 attacks

ABILITIES

Aberrant

+4 DEF (Fort); Reach 2

Evil Soul: +5 Damage while in a warband with an Evil champion.

Lethal: +4 Attack against Bloodied targets.

Once you're hooked, the horror begins.

©2008 Wizards DUNGEONS & DRAGONS® ◆ 57/60

10 Shadowhunter Bat

LEVEL 3 | AC 17 | DEF 17 | SPEED F8 | HP 30

ATTACK ACTIONS

Tail Slash: +8 vs AC; 10 Damage

ABILITIES

Beast • Shadow

Flight

SPECIAL POWERS

Shadow Killer: +5 Damage against Shadowed targets.

Mobile Melee Attack: Can shift immediately after making a attack.

Night has wings, misery a bladed tail.

©2008 Wizards DUNGEONS & DRAGONS® ◆ 58/60

32 Spectral Panther

LEVEL 9 | AC 26 | DEF 24 | SPEED 7 | HP 45

ATTACK ACTIONS

Claw: +13 vs AC; 20 Damage

ABILITIES

Beast • Shadow

SPECIAL POWERS

Fade Out: Remove this creature from the battle map at the end of a round in which it first becomes Bloodied. It remains off the battle map for the next round. Before rolling initiative for the following round, place it on the battle map at least 5 squares from all enemies.

Pounce +20: +20 Damage on charge when this creature has combat advantage against target.

Stalker: +4 Attack and +10 Damage when this is the only creature adjacent to target.

©2008 Wizards DUNGEONS & DRAGONS® ◆ 59/60

43 Bralani

LEVEL 9 | AC 23 | DEF 21 | SPEED F6 | HP 60

ATTACK ACTIONS

Longsword: +17 vs AC; 20 Damage

Whirlwind Arrow: (line 10) +15 vs DEF (Ref); 15 Damage, 5 on miss

ABILITIES

Fey • Eladrin • Noble

Flight

Vulnerable 5 Necrotic

CHAMPION 3

• Use during this champion's turn. Enemies with Flight are Slowed (Speed 2) this round.

• Use when any creature's attack roll is natural 16+. For the rest of that round, your warband gets +4 Attack.

Autumn's chill winds bear him aloft, buffet his enemies, and carry his arrows singing home.

©2008 Wizards DUNGEONS & DRAGONS® ★ 60/60

(c) 2008 Wizards of the Coast. Permission granted to print for personal use only.